

Playing By Order of the Queen:

Overview:

In *By Order of the Queen*, you and your fellow players are leaders of the most prestigious guilds of the Kingdom of Tessandor. You must work together to fulfill the Queen's Orders before the Kingdom falls.

By Order of the Queen is a cooperative game. The players will win or lose together. Your goal is to complete 3 Queen's Orders. The players lose if:

- There are no Villager Tokens left on the board. (The Kingdom has no citizens)
- There are no Region Tokens left on the board. (The Queen loses the confidence of the regions)
- There are no Hero Cards in the Hero Deck or discard pile. (No one is left to defend the Kingdom)

Setup:

Place the game board, tokens, and dice so that they are within reach of all players.

Event Cards: Select the King's Funeral Event Card that corresponds to the number of players. *Return the other 2 King's Funeral Event Cards back to the game box.*

Shuffle all other Event Cards and place the deck on the game board. Place the King's Funeral Event Card faceup in the Event discard pile.

Monster cards: Set aside all small Nemesis Cards. *The large Nemesis Cards will be used during the game when instructed.*

Divide the remaining monster cards into 3 face down piles, as equal in size as you can. Select 2 of these piles and shuffle 1 random Nemesis Card into each pile. Stack these piles to form the Monster Deck, with the pile without a Nemesis Card on top. *Return the remaining Nemesis Cards to the game box.*

Then shuffle all other cards and place the decks on the game board:

- Each type of Location Card
 - Emerald Valley
 - Ironstone Crags
 - Obsidian Wastes
 - Silver Coast
- Quest cards
- Queen's Orders
- Item Cards
- Hero Cards

Deal every player 1 random Guild Card. Each Guild Card will provide a starting Item for that Guild.

Deal 7 Hero Cards to each players to form their initial hands.

If you are playing a 3 or 4 player game, give each player a Queen's Favor Token.

Place the Event Token on the first moon phase on the board.

Place 15 Villager Tokens and 11 Region Tokens on the board.

Follow the instructions on the King's Funeral Event Card:

- Add Threat Tokens to each lane.

- Draw Monster Cards.
- *In some cases, remove Hero Cards from the deck.*

Begin Play: Determine a first player randomly and have them start their first turn.

Player Turns:

Each player turn is divided into 3 steps:

- Action
- End of Turn
- Event Phase - *once every 4 player turns*

Action:

On a player's turn you may take 1 of 4 actions:

- **Questing**
- **Fulfill the Queen's Order**
- **Fight Against the Horde**
- **Fight Against the Nemesis**

Questing:

Complete the following steps in order:

- If you do not have a quest, draw 2 Quest Cards. Keep 1 and place the other on the bottom of the Quest Deck.
- Assemble a team of 4 Heroes from your hand and place them in front of you. *Hint: Try to create a diverse party that will have at least 2 Ability icons showing for each of the 3 icons on the back of a Location Card for your Quest.*
- Draw a Location Card that is listed on the Quest Card and complete the Location Card (*See below*).
 - Successful and failed tests will result in the player gaining rewards or penalties as shown on the Location Card.
- Place the completed Location Card next to your Quest Card to show your progress.
- Skip to the End of Turn step.

Fulfill the Queen's Order:

If the Queen's Seal is **NOT** on the Queen's Order, complete the following steps in order:

- Assemble a team of 4 Heroes from your hand and place them in front of you. *Hint: Try to create a diverse party that will have at least 2 Ability icons showing for each of the 3 icons on the back of the Location Card on the Queen's Order and the Ability shown on the card itself.*
- Draw the Location Card shown on the Queen's Order and complete the Location Card (*See below*).
 - Successes during the test taken on this action will add a success to the Queen's Order *instead* of giving their normal Location Card rewards.
- Return the Location Card to the game box.
- Place the Queen's Seal over the Queen's Order.
- Skip to the End of Turn step.

Fight Against the Horde:

Complete the following steps in order:

- Assemble a team of 4 Heroes from your hand and place them in front of you. *Hint: Try to create a diverse party with one of each Hero Class - Healing, Melee, Ranged, Shield.*
- Make a Combat test against the Monster Cards in play. (*ie. For each unique class in your party, roll 1 die.*)
- For each die rolled, place 1 Success Token on any Monster's dice icon if the number rolled is equal to or greater than the icon's number.
- Any Monster Cards that now have all of their dice icons covered are now defeated. Defeated Monster Cards will be taken by the player as Monster Trophies. Return any Success Tokens on these defeated Monster Cards to the token pile.
- If any Monster Cards remain in play, retire 1 Hero from your party. Retired Hero Cards are set aside off the game board.
- Skip to the End of Turn step.

Fight Against the Nemesis:

Only available when a Nemesis Card is in play.

Complete the following steps in order:

- Assemble a team of 4 Heroes from your hand and place them in front of you. *Hint: Try to create a diverse party with one of each Hero Class - Healing, Melee, Ranged, Shield.*
- Make a Combat test against the Nemesis. (*ie. For each unique Class in your party, roll 1 die.*)
- For each die rolled, place 1 Success Token on the Nemesis Card if the number rolled is equal to or greater than the die icons shown on the Nemesis Card.
- Any dice that roll a 1 will retire a Hero. Retired Hero Cards are set aside off the game board.
- If there are Success Tokens equal to the number of dice icons shown on the Nemesis Card it is immediately defeated. As a reward, remove 3 Threat Tokens from each Threat Pool.
- Skip to the End of Turn step.

Completing Location Cards:

Complete the following steps in order:

- Read the first section's text out loud.
- Resolve a Test against the attribute shown in the center background of the first section.
 - For Ability Tests, Roll a number of dice equal to the number of the required Ability amongst your team of Heroes (*Strength, Dexterity, Constitution, Wisdom, Intelligence, Charisma*).
 - For Combat Tests, Roll a number of dice equal to the number of unique Classes amongst your team of Heroes (*Healing, Melee, Ranged, Shield*).
 - For Class Tests, count the number of the required Class you have amongst your team of Heroes, then double it and add 1. Roll that number of dice.
 - If any dice rolled a 5 or a 6, the Test was successful. Otherwise, the Test failed.
 - Gain the Reward (*on the left side of the section*) if successful. Suffer the Penalty (*on the right side of the section*) if failed.
- Depending on the result of your first section's Test:
 - If successful, read the text from the second section out loud and resolve the Test as above.
 - If failed, read the text from the third section out loud and resolve the Test as above.
- No matter the resolution of this second or third section Test, you have now completed the Location Card.

Additional Location Card notes:

- Refer to the Icon Guide for the specific rewards and penalties shown on each card.
- The Event Reward Icon will provide the reward shown on the current Event Card.
- Rewards are always given to the player that is resolving the tests.
- If instructed to add a success to a monster in play and that defeats the Monster, that player will gain the monster as a trophy.
- Penalties that add Threat Tokens add 1 Threat Token to the appropriate Threat Pool.
- Each Threat Pool can have a maximum of 6 Threat Tokens. Any excess is not added.
- Retiring a Hero will retire a Hero from the party the player assembled at the beginning of the action.
- Retired Hero Cards are set aside off the game board.
- Recovering a Hero brings back a random Hero that has been previously retired.

Using Item Cards:

- When Resolving a Test, you may use any number of items that offer the appropriate attribute.
- To use an Item, discard the Card and add 1 dice to your roll *before you roll*.
- Item Cards with a Combat icon can be used during Fighting Actions and on Location Card Tests.
- If an Item Card has multiple Ability/Class icons, you may only use one icon per Test.
- The starting Item Card for your Guild is never discarded.

Using Queen's Favor Tokens:

- After any Test, including during Fighting Actions, a player may discard a Queen's Favor Token to reroll one dice.
- A die may only ever be rerolled once.

End of Turn:

Complete the following steps in order:

- Discard the remaining Heroes from your party. Check their Guild icons as you discard them. You gain the bonus shown on your Guild Card if you discard *at least* the number of Heroes shown that have your Guild icon.
- If you have a Quest and have collected the required Location Cards, you have completed your quest:
 - Return the Quest Card and the Location Cards back to the game box.
 - Gain the reward shown on the Quest card.
- Draw back up to a hand of 7 Hero Cards. If the Hero Deck is empty, shuffle the Hero Discard pile to make a new Hero Deck.
- Move the Event Token one step forward along the Moon Phase track.
 - If the Event Token is on the full moon (*4th position*), return it to the quarter moon (*1st position*) and then immediately move to the Event Phase.
 - *After the Event Phase is completed*, the next player clockwise begins their Player Turn.

Event Phase:

Complete the following steps in order:

- **Remove Villagers** - For each Monster in play, remove 1 Villager Token.

- **Spawn Monsters** - Based on the number of Threat Tokens in the Growing Enemy Threat Pool, draw Monster Cards and put them into play.
 - If there are more than 6 Monster Cards already in play, discard the drawn Monster Card and remove 1 Villager Token.
 - It is unlikely, but if there are no Monster Cards in the Monster Deck, reshuffle the Monster Cards that were previously discarded to form a new Monster Deck
- **Spawn Nemesis** - If a Nemesis Card is drawn during the Spawn Monsters step or during a player's turn in this round, then complete the following steps in order:
 - Retrieve the large Nemesis Card that corresponds to the small Nemesis Card and place it over the Queen's Order (*The Queen's Order action can not be taken while there is a Nemesis in play*).
 - Return the small Nemesis Card back to the game box.
- **Remove Regions** - Based on the number of Threat Tokens in the Confidence of the Regions Threat Pool, remove Region Tokens or a player gains a Queen's Favor.
- **Remove Hero Cards** - Based on the number of Threat Tokens in the Garden Sanctuary Threat Pool, remove Hero Cards from the top of the Hero Deck or a player gains an Item Card.
- **Queen's Order Advancement** - Complete the following steps in order:
 - If in play, remove the Queen's Seal from the Queen's Order.
 - If the Queen's Order has 8 or more Success Tokens, the players choose one of the rewards shown on the Queen's Order. Discard the Queen's Order, return the Success Tokens to the token pile and draw a New Queen's Order.
 - If the third Queen's Order is completed, the players win the game.
- **Turn in Monster Trophies** - Players may discard 4 Monster Trophies to gain an Item Card and a Queen's Favor Token.
- **Discard Current Event Card and draw a new Event Card** - Complete the following steps in order:
 - Draw a new Event Card, placing it face up on top of the previous Event Card.
 - Add Threat Tokens to each Threat Pool as indicated.
 - Each Threat Pool can have a maximum of 6 Threat Tokens. Any excess is not added.
 - Note any additional rules that may apply on the next player round.
- **Every Player passes 1 Hero to the player to their left**
- **At the end of the Event Phase, the next player clockwise begins their Player Turn.**

Icon Guide

Class Icons



Healing



Melee



Ranged



Shield



Hero Card
of a specific Guild

Attribute Icons



Strength



Constitution



Charisma



Dexterity



Wisdom



Intelligence



Combat

Tokens



Villager



Region



Threat



Queen's Favor /
Success Token

Success Reward Icons



Event Reward



Add a Wound
to a Monster



Gain a
Queen's Favor



Gain an Item



Recover a Hero

Failure Penalty Icons



Villager
Threat



Region
Threat



Hero Threat



Remove a
Villager



Retire a
Hero



Spawn a
Monster